CINDERSPAWN

Undead Spirit of Yearning Cold

Habitat: Desert, Planar (Elemental Plane of Fire, Shadowfell); **Treasure:** None

Cinderspawn are the burnt-out undead remnants of elemental fire spirits. Rather than appearing as a brilliant flame, burning bright, the way they did while alive, they burn with a dim, cold flame that barely clings to a gaunt and vaguely humanoid shape. Cinderspawn are sometimes created by practitioners of necromancy, but most often arise when a creature of elemental flame is slain by an accursed weapon, or in a desecrated area.

In undeath, these wayward spirits go on to crave a semblance of that which they once were. They long for the heat and comfort which they once found in roaring flames and the warmth of raw, untethered, life energy. In their current form, these spirits know only endless cold and darkness, an unpleasant sensation which drives them to desperately cloy and consume any source of warmth they encounter. Whether absorbing the spark of life that exists in the living, or simply attempting to subsume the body heat given off by many living creatures, cinderspawn are among the most desperate, and dangerous, undead creatures.

Cinderspawn are intelligent, and can be conversed with in the Ignan language, though they don't often exchange words with living creatures unless greatly outnumbered.

CINDERSPAWN COMPOSITIONS

1d6	The Cinderspawn's Body Features...
1	Dim swirls of once-colorful gases.
2	Wispy shapes that vaguely resemble animals, fiends, skeletons, or other beings that emanate from its body.
3	Flames that burn black or deep purple.
4	Soot that smells of rot.
5	Swirls of white flame that form faces before dissipating.
6	Smouldering eyes that burn like dying coals.

Cinderspawn

Large Undead (Elemental), Chaotic Evil

AC 16 **Initiative** +4 (14)
Hit Points 93 (11d10 + 33)
Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 12	+1	+1	**DEX** 19	+4	+4	**CON** 16	+3	+3
INT 11	+0	+0	**WIS** 11	+0	+0	**CHA** 17	+3	+3

Vulnerabilities Cold
Resistances Bludgeoning, Piercing, Slashing
Immunities Fire, Necrotic, Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious
Senses Darkvision 60 ft., Passive Perception 10
Languages Primordial (Ignan)
Challenge 5 (XP 1,800; PB +3)

Traits

Frostbite Aura. At the end of each of the cinderspawn's turns, each creature in a 10-foot Emanation originating from the elemental takes 7 (2d6) Cold damage.

Heat Absorption. If the cinderspawn is targeted with an effect that deals Fire damage, it gains 15 Temporary Hit Points.

Light Absorption. The cinderspawn reduces the light level by one step in a 30-foot radius: Bright Light becomes Dim Light, and Dim Light becomes Darkness. Magically created light is immune to this effect.

Water Susceptibility. The cinderspawn takes 3 (1d6) Cold damage for every 5 feet the elemental moves in water or for every gallon of water splashed on it.

Actions

Multiattack. The cinderspawn makes two Cold Flame attacks.

Cold Flame. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (2d6 + 3) Cold damage. The target can't regain Hit Points until the start of the cinderspawn's next turn.

Bonus Actions

Devour Spark. *Charisma Saving Throw:* DC 14, one creature within 10 feet of the Cinderspawn. Elemental creatures of fire have Disadvantage. *Failure:* The target's Charisma score decreases by 1d4 and the cinderspawn gains 10 Temporary Hit Points. The target dies if this reduces that score to 0. If an Elemental is slain by this effect, they rise as a Cinderspawn in 1d4 hours.

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